

If you poke the dead skeleton, it hits you with a bost of 20 damage. Then it goes back to sleep. It can't die!

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ENTRANCE

You gain  
5 levels

# THE DUNGEON OF THE LIZARD GOD

## MONSTER LIST D6

1. 2 Apes: 1 gorilla, 1 chimpanzee clawing the walls
2. 2d4 Baboons, crushing a dead skeleton
3. 1 Clay Golem and 1 Flesh Golem fighting each other

4. 1d4 Violet Fungi slapping eyeballs with their tentacles

5. 2d8 Giant Frogs, swimming and leaping
6. 3d6 Piercers playing a game to see which one drops first



INFO  
Each circle (A.K.A - O)  
is 10 Feet.

THE Lizard God:  
8,000 HP & D20 for attacking.

But it has a ladder, that you can easily climb, but then it breaks? What do you do?